

arcade express

THE BI-WEEKLY ELECTRONIC GAMES NEWSLETTER

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**IMAGIC DELAYS
STOCK OFFERING**

The mid-December stock market tremble touched off when Atari revealed that it had made too optimistic projections of second-half 1982 sales threw a small monkey wrench into Imagic's bid to become the first independent producer of videogame software to make a public stock offering. In light of the unsettled state of Wall Street, the West Coast manufacturer has delayed the move until early 1983. Ironically, one of the reasons Atari's forecast went off course is that new competitors like Imagic made a larger-than-anticipated dent in Atari's share of the software market.

**DISTRICT COURT ZAPS
MS. PAC CRIME**

A United States District Court, sitting in Orlando, Fla., has found Larry Kruckenberg guilty of criminal contempt as a result of his violation of an order of the court issued last February which prohibited him from infringing the copyrights of Bally Midway Manufacturing Company relating to the "Pac Man" coin-op videogame. Kruckenberg, a principal owner of International Vending Company and International Video Games, Inc., was found to have violated the edict by building and selling a copy of "Ms. Pac-Man", the sequel to the popular gobble game.

**EIGHT CITIES HOST
PITFALL TREASURE HUNT**

Arcade aces in eight major U.S. cities - Philadelphia, Pa.; Kansas City, Mo.; Seattle, Wash.; San Jose, Ca.; San Diego, Ca.; Cincinnati, Ohio; Detroit, Mich., and Nassau County, N.Y. - won a total of \$40,000 by competing in a special contest which Activision staged to promote its Arcade Award winning videogame cartridge "Pitfall". A separate contest was held in each city, generally in conjunction with a visit from the Pitfall Harry Adventure Team, a group of real life adventurers led by Mark Hopey.

Activision distributed maps of the mythical kingdom of Enarc to participants. The maps show the dangerous route to \$5,000 in gold but are liberally filled with the same perils that make "Pitfall" such a fascinating videogame adventure. A local radio station in each city provided weekly clues which were also available at "Pitfall" Treasure Hunt Headquarters, located in the videogame departments of major retailers in each area.

**ATARI'S NO
XMAS SCROOGE**

Atari made Christmas a lot more fun for many in the San Francisco Bay area through its donation of more than 200 coin operated videogames to charities and other special organizations in the Sunnyvale, Ca., company's backyard. "We were looking for a way to put something back into the communities that helped give Atari its start 10 years ago," explains John S. Farrand, president of the Atari Coin Video Games Division. "These gifts are our way of saying 'thanks'."

These games are wonderful Christmas presents to provide entertainment to groups like the handicapped and underprivileged in the Bay Area," says Marion Tibbits, director of the Christmas Exchange, one of the groups which benefitted from Atari's generosity. The Red Cross is also involved in the great games giveaway to places like children's hospitals, treatment centers for the mentally and physically handicapped, veterans hospitals and YMCAs.

**PAC-MAN MEETS
WALK-MAN**

A portable radio and headset combination styled to represent America's most famous gobblor will be available shortly from Tiger Electronic Toys. The AM radio, which works with or without the headset, runs on a single 9-volt battery, and comes with a convenient hand or belt strap.

COMPANY OFFERS AN UNUSUAL SERVICE FOR INVENTORS

represent your invention in all stages of development, from conception to manufacture. If you're sitting on a hot new idea but don't know where to take it, talk to them at 412-288-1300.

PRODUCTS FOR TIMEX COMPUTER SLATED FOR EARLY RELEASE

The tiny computer with the small price tag now has a third-party software company enlarging its program lineup. HES (Human Engineered Software) has ten packages retailing for \$13 to \$16. "Budget Master 1000" solves your household problems, and the 2K Programmer Kit provides beginning programmers with time-saving utilities previously only available with expanded memory. "Reversi 1000" is a strategy boardgame playable by one or two people. "2K Trek" pits the user's starship against aliens in a battle to save the star system. "3D Maze" allows players to seek treasure in a randomly generated 3-dimensional maze. "Astro 1000" is an adaptation of the arcade game, with nine levels of play. "Cosmic Invaders" is a familiar-looking invasion game, and "Sabotage" is a maze adventure. "ZX Scramble" requires the gamer to master thrust and altitude controls on his bomber, and "2K Fun Pack" is a bargain buy - three arcade-style games for the price of one, including "Music Maker", "Breakout" and "Invaders".

SURVIVE AND CONQUER IN SPACE USING THE IBM PERSONAL COMPUTER

Now owners of the IBM Personal Computer can test their skill at "Astro-Dodge", a space-action game from Digital Marketing Corp. Said to test survival skills to the hilt, "Astro-Dodge" requires gamers to battle hostile enemy ships, avoiding and destroying meteors. The scenario utilizes the color graphics capability of the IBM, and a higher speed level is available for greater challenge.

BUCK ROGERS IS PILOT OF ADVENTURE COIN-OP

Buck Rogers is back in space piloting a remote-controlled ship through alien hordes in "Buck Rogers: Planet of Zoom", an action coin-op from Sega Electronics. Gamers use a 2-level speed control to race Rogers' ship through narrow channels, firing on enemy spacecraft and maneuvering through holes just big enough for the craft to squeeze through. Rogers pursues aliens, then faces squadrons of saucers, space mines and robot zoom-ships. If Buck can reach and destroy the Enemy Source Ship, he flies to the Cosmic City. There he must face Locust Fighters and Spidy Jumpers, to reach "eyes" in a force field. Passing through the eyes gains points and puts Buck in range of the Source Ship for another round of fire, in this intense action game featuring unusual graphics and sound effects.

AUTOMATED SIMULATIONS/EPYX COMPLETES FINANCING PACKAGE

Automated Simulations, the creator and developer of the Epyx line of "thinking people's computer games" has just completed a \$1,725 million financing package. \$1 million in capital came from two venture capital firms, the Early Stages Partnership (San Francisco) and U.S. Venture Partners (Menlo Park, Ga.) \$725,000 of bank financing came from Bank of The West in San Jose.

"This capitalization financially positions the company so that it can take advantage of opportunities in this rapidly expanding market," said Robert DeDominic, Vice Pres. of Finance.

EDITORIAL STAFF: Arnie Katz, Co-Publisher; Joyce Worley, Editor; Bill Kunkel, Editorial Director
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TIGER EXPANDS
HANDHELD LINES

More, more, more...that's what fans of stand-alone electronic games will be seeing from Tiger Electronic Toys in 1983. Company spokesman Bill Pasko reports that Tiger, encouraged by the reception of products already in the marketplace, will be pulling out all the stops when it comes to introducing additional titles.

The number of titles in the manufacturer's LCD Clock Games range will soon increase from four to seven. Joining the currently available "Gaveman", "King Kong", "Space Fight" and "Dragon" will be "Ghost House", "Paratrooper" and "Pyramid". Each unit offers two levels of difficulty, color graphics and retention of high scores.

Tiger will premiere a new line of Hand Arcade Games in grand style by offering an edition of "Space Invaders" licensed from Taito. The unit utilizes a liquid crystal display (LCD) with colorful background graphics. Other games slated to appear in the 4½-in by 2½ in format are "Star Castle", "King Kong", "Jawbreaker" and "Monster Maze". "Space Invaders" will also be the title Tiger will use to inaugurate a series of 7½-in by 2½ in Hand Arcade Games with Calculators.

The company won't be neglecting fans of its "Monster Maze" and "King Kong" Table Top Arcade Games, either. Hitting the shelves in 1983 will be similar units based on the popular titles "Jawbreaker", "Star Castle" and "Space Invaders".

1200XL COMPUTER JOINS
ATARI 400, 800 MODELS

With the 400 and 800 computers firmly established, Atari is taking dead aim at the family market with the under-\$1000 model 1200XL.

This beautifully styled machine packs 64K of memory, is compatible with the existing Atari computers and offers a high degree of user friendliness. For instance, there's a "help" key which will put the operator back on the right track at need, and if something goes wrong, a push of the diagnostic key will automatically reveal the trouble.

"We at Atari believe that the model 1200XL is a new generation in home computing," says Raymond Kassar, chairman and chief executive officer of Atari about this new system. "It's a culmination of our experience in hardware design. With its user aids and beautiful packaging, the model 1200XL is one of the 'friendliest' computers ever built - and at an affordable price."

The 1200XL should reach retail outlets during the first quarter. A line of "high style" peripherals that will visually match the unit's casing is planned for release in the near future.

ALA. GHAIN TRIES
COMPUTER CATALOG

Not only did folks buy a lot of electronic games and such during the recent holiday season, but computers were more in evidence on the other side of the cash register - a stand-alone computer in many cases these days - as well. Parisian, Inc., based in Birmingham, Ala., decided this was the season to do away with the nine-store chain's annual paper-and-ink Christmas catalog. Parisian has installed two-to-four Atari 800 computers in each of its stores to describe merchandise to customers and familiarize them with shopping by computer.

ALIEN GROUP SPONSORS
TALKING GAME CONTEST

In the belief that sound is a vital part of videogames, the Alien Group, manufacturer of the Voice Box for the Apple II and Atari computers, is sponsoring a contest to find the best talking or singing game program. The best educational, adventure or arcade style game, as judged by a panel of 13-18 year old players, will earn its inventor a \$5,000 reward in addition to any royalties the title generates upon publication.

Prospective entrants can get additional information and a copy of the contest rules by writing to The Alien Group, 27 W. 23rd Street, New York, NY 10010. Tell 'em you saw it in Arcade Express.

COIN-OP VENDORS
FORM GROUP

The National Coin Machine Institute, serving cigarettes, music and games, has been formed to represent the interests and concerns of those who operate the three types of coin devices. Speaking at an NCMI-sponsored luncheon held during the AMOA convention, Arthur Fein called upon all segments of the business to work together "to fight our common problems". He explains that the group has no plans to sponsor exhibitions or the like, but rather will concentrate on the problems of street operators.

**PITTSBURGH PAIR WINS
INTELLIVISION VIDEOCHALLENGE**

Edward L. Mandziuk and his son Ed have laid claim to the unofficial title of America's most proficient parent/child videogaming team by defeating 17 other pairings in the Mattel Electronics Intellivision Video Challenge National Finals. The Mandziuks survived four hours of rigorous play in a Los Angeles showdown that involved winners of all the regional tournaments to take home nearly \$5,000 in prizes.

The win concluded the first-ever parent-and-child electronic gaming event in which family pairings had to prove their ability at blasting incoming UFOs, skiing down treacherous slopes and knocking down pins for strikes and spares. In the finals, the two-player combinations had to demonstrate their skill at a series of six different Intellivision cartridges. The Mandziuks earned their triumph by besting Baltimore's Charles and Don Mason by 45,000 points in "Lock 'n Chase". The tournament benefitted Variety Clubs International, a group which supports hospitals and institutions that aid ill and handicapped children.

**ROKLAN CAMES
CO CARTRIDCE**

Roklan Corporation, which has published "Deluxe Space Invaders", "Wizard of Wor" and "Gorf" for the Atari 400/800 computer systems, will shortly issue all three titles in cartridge form for the same machines. Carts, being easier and quicker to use than either disks or tape, are considered by industry experts to be more attractive to the mass market than other media formats for games.

At the same time, Roklan revealed that it will branch out in a new direction by producing its first title for play on the Apple II. "Wizard of Wor" will be the first disk for the popular microcomputer.

**SEGA SHOWS
LASER COIN-OP**

Sega Enterprises gave visitors to the year's AMOA coin-op industry show in Chicago a glimpse of the future when it displayed "Astron Belt", billed as a "laser disc videogame of the future". Laser disc images interact with computer-generated graphics to produce a powerful gaming experience which is further amplified by a stereo sound system that makes use of "body-sonics technology". Another big plus for "Astron Belt" is that its images are composed of 320,000 picture elements, instead of the approximately 60,000 elements which Sega says is typical of present-day videogames.

Of course, "Astron Belt" won't be winging into the nation's game parlors this year or probably even next, but it does point out one potentially exciting direction which electronic gaming may take during this decade.

**SO YOU SAY YOU WANT
YOUR OWN COMPUTER STORE?**

Future Computing, Inc., Richardson, Tx., says they believe there will be more than 1000 retail computer software stores opened by 1986. At present there are only a handful across the country, but Future Computing points out that openings for these stores to meet personal computer users' needs are "immediate and large". In order to help new retailers plan their stores, the company is marketing "How to Start Your Own Computer Software Store", a book to provide an analysis of present software trends, and guides to plan, finance, stock and operate a store successfully. At \$495, the book isn't for casual browsing. But if you're seriously considering making computer software retailing your business, it could be a bargain.

**USER CROUP FORMED
FOR THE IBM PC**

IBM Personal Computer owners now have their own user group in "Personna Computer Association". The club provides information about the PC and its operations, product availability and service. Members receive a monthly newsletter "Personality", discounts through major computer suppliers, training aids and seminars, and access to an 800 hotline number for quick answers to members' questions. Personna also sponsors computer shows. Contact them at P.O. Box 759, Point Pleasant, NJ 08742.

**PAC MAN IS TOP
KID HIT ON T.V.**

Early figures released by ABC Television rate the new cartoon show "Pac-Man" almost as big a hit on tv as it was in the arcades. The Saturday morning children's cartoon series is tops in its time slot, beating out last year's big winner, "Smurfs", for the number one position.

**TIGER UNVEILS FOUR
VCS CARTRIDGES**

The Atari VCS version of the climbing contest "Miner 2049er" will be one of five new cartridges introduced for the popular standard programmable videogame system by Tigervision during the first four months of 1983. January's release, "River Patrol", asks the araders to steer a leaky boat up a river and reach the dam before the vessel sinks. February will see the multiple scenario climbing game "Springer" in which the hero (a rabbit) hops from cloud to cloud on a journey to the sun. March is the month for the three-screen "Miner 2049er" as well as "Intuition", the first video-game created by world-famous artist Agam. The latter is a quasi-educational cartridge that attempts to stimulate use of the left side of the brain to heighten creativity(!). "Polaris", a submarine warfare simulation, will be the Tigervision offering for April.

**MINIATURE SUBS AND ENEMY TANKS
ARE FEATURED IN SYNERGISTIC
SOFTWARE FOR THE APPLE II**

"Microbe: The Anatomical Adventure" for the Apple II is described by Synergistic Software as combining the best of fantasy adventure, arcade action, and accurate medical science. A miniaturized submarine is injected into the body, to find and rid the body of disease, and repair brain damage. The crew of the good ship "Microbe" consists of captain, navigator, technician and physician, each with specific job functions. The player also must keep track of fuel and air supplies, as well as all the sub's operating systems. The first level of the game is exploration of the maze-like body. In the second level, players also learn facts about health care, safety, anatomy and medicine. The third scene is for college level science students, premeds, and medical students, playing alone or in classroom participation. Designed by a programmer working with an M.D., "Microbe: The Anatomical Adventure" combines fantasy with realism for an educational adventure.

If arcade-action games are more your speed, the new tank warfare game "Bolo" should be right. High resolution graphics and special sound effects enhance the play as you manipulate a tank through a maze that scrolls left and right searching for enemy tanks that come in five variations, each with different speed and firepower. Players choose from nine levels of play, with five levels of maze density.

**GAME PEDDLER MARKS
THREE YEARS IN BIZ**

Congratulations to The Game Peddler on their anniversary. November marked the third year for the adult game store that has grown to be the largest game store chain in the country, with 30 mall locations, mostly in Texas. Quick to plug into the gaming boom, The Game Peddler capitalized on our favorite hobby, marketing games and accessories for everyone "from 4 to 104 years of age." Many happy returns of the day, Game Peddler; hang in there!

**DO YOU BELIEVE
IN RUMORS?**

There's a lot of gossip floating around these days. One of the hottest rumors we've heard, from sources close to the industry, is that Mattel Electronics (an independent subsidiary of Mattel) has started a highly secret experimental project group, and one of the subjects being whispered about is coin-op games. Will Mattel enter the coin-op biz? Who knows? Only time will tell.

**PEOPLE ON THE MOVE;
NEW FACES-NEW PLACES**

Ms. Mindy Storch is the new Product Development Manager for DATASOFT, Inc. Ms. Storch will assume responsibility for reviewing software submissions, developing concepts and developing new products. She was most recently production supervisor for Alpha Therapeutic Corp., and is the president-elect of the Atari Anoynmous Users Group of Upland, Ca...The new Vice President of Sales & Marketing for TOMY's Home Computer Division is Jack Tweddle. Mr. Tweddle, who has worked with Ricoh America, Texas Instruments, Toshiba and RCA, will be responsible for the overall direction of the entire division...David Marofske is the president of the new BALLY Amusement Manufacturing division. Mr. Marofske was formerly president of Bally Midway Manufacturing which has been consolidated with the Bally Pinball Division into the new unit...John Brown is the new Vice President of National Accounts for ATARI's Consumer Division. He was formerly the national sales manager of Johnson & Johnson's McNeill Consumer Products Division in Pennsylvania.

THE HOTSEAT

Reviews of New Products

RATINGS: 10 - Pure gold and about as good as a game could be. A rare rating.
9 - An outstanding, state-of-the-art game.
8 - A very good to excellent game.
7 - A good game.
6 - Better than average, but maybe not for everyone.
5 - An average game that does what it promises.
1-4 - The item has serious flaws.

KEY: The information which heads each review follows the same simple format. First comes the name of the item, then its classification and, if it is a home arcade software program, the system or systems with which it is compatible. Finally, the manufacturer's name.

RADAR RATRACE/Computer Game (VIC-20)/Commodore

In this cute maze game, the player's blue rat races against time - and three pursuing red rats - to find and gobble ten pieces of cheese. He also must avoid the cats that laze in various corners. Although they won't move a muscle to chase the blue rodent, they will condescend to eat him should he venture too near. The maze appears only in stages as the rat travels along, but a small radar screen shows the entire layout, as well as the locations of the cheese bits and the dangerous red rats. Although the maze is always the same, the cheese wedges shift location from game to game. The blue rat has one defensive weapon: "magic stars" that make pursuing red rats chase their own tails long enough for the blue fellow to make his getaway. The player gets three rats and a fourth is earned at 20,000 points. If time runs out before all the cheese pieces are eaten, a red rat will overtake the blue one for a quick snack. A cute touch is the opening melody: "Three Blind Mice" starts the festivities. Rating: 7

SUPERSLOT/Computer Game (VIC-20)/Commodore

This is an electronic version of the classic slot machine: players bet up to five coins at a time, "pull" the lever and set their rows of fruits and other items in motion, hoping to make a match. The player in this game starts with 80 coins and can win from two to 3,000 on a bet. He also can call up an explanation of the winning combinations. The graphics are attractive, with a promising touch being a small character mimicking the lever-pulling action on a tiny slot machine to the side of the screen. Unfortunately, this little fellow isn't that nicely done. Another extra that almost makes it is the playing of "We're in the Money" as the final row slows down. It's too bad it plays whether the gamer wins or loses. Basically, this game will be satisfying to those who like slot machines, but it doesn't succeed in expanding its appeal. Rating: 6

REPTON/Computer Game (Apple II)/Sirius Software

Once the futuristic helicopter rises from the underground launch pad, it's time for 100% undiluted action in this duo-directional scrolling shoot-out. The missile-firing whirlybird must combat quite a variety of aliens, including some that lay space mines, others that fire a disintegration beam, and still others that split into four smaller ships when the original large one is struck by one of the player's rockets. The enemy is also trying to syphon energy from the gamer's power grid and use it to construct a super weapon. Therefore a high priority is to slow down the building process by interrupting any attacking ships which attempt to suck power out of your supply. This disk, playable with joystick or keyboard, offers some of the best and most frenetic play available in the entire computer gaming field. "Repton" is a smash! Rating: 9

MINER 2049ER/Computer Game (for Apple II)/Micro Fun Division of Micro Lab

This is the first commercially available edition of a multi-screen climbing game that will ultimately be available for nine different videogame and computer systems. As Bounty Bob the prospector, the player must maneuver through 10 play screens, each characterized by specific features such as slides, ladders, elevators and matter transporters. There's even a scenario in which Bob must gobble up sticks of dynamite and then make like a human cannonball to reach the top of the screen. The idea is that Bounty Bob must cover every inch of each screen in the search for precious metals, avoiding deadly mutants and life-ending falls. This is an absolutely great game - and a superb programming job doesn't exactly hurt. This could be the most important electronic game released during the first quarter of 1983, and it's sure to get a major share of attention from the home arcading public. Rating: 10

RIVER RAID/Videogame Cartridge (for Atari VCS)/Activision

Take command of a B-1 strato-wing assault jet and embark on a search and destroy mission with oil depots and bridges as the major targets in this vertically scrolling shoot-out. Designer Carol Shaw is the first woman to have her name listed on a videogame cartridge as its creator, and "River Raid" marks the milestone in suitable fashion. Enemy jets, helicopters and tankers provide the obstacles as you steer the aircraft through 48 different river sections. Fuel for your warbird is at a premium, so sometimes it's necessary to fly over a fuel dump to resupply instead of just blasting it for extra points. This is a fast-action cartridge with new situations cropping up as fast as the most accomplished arcader could wish. A generally good design job by Shaw is marred by one surprising logical blindspot: Why should a jet flying through the air crash when its route takes it outside the banks of the river below? Despite this perplexing element, "River Raid" is an action extravaganza with "hit" stamped across it in indelible ink. Rating: 8

TURBO/Videogame Cartridge (for ColecoVision)/Coleco

The king of the coin-op driving games arrives in the home market with nary a scratch or dented fender in sight. While the ColecoVision cartridge is, in truth, not quite as graphically arresting as the play-for-pay original, it certainly comes respectfully close to matching the multi-scenario brilliance of the Sega Enterprises title. The special control module, which includes a steering wheel and gas pedal (and instructions for temporarily using a standard ColecoVision controller as a gearshift), is worth the extra cost and then some. "Turbo" would be a solid game in any case, but the special control panel lifts this cartridge to greatness. Steer around other cars, wrestle with the oil slicks and marvel at the breathtaking scenery. "Turbo" is the Rolls Royce of video driving contests. Rating: 10

LOCK 'N CHASE/Videogame Cartridge (for Atari VCS)/Mattel M-Network

The VCS edition of Mattel's "Lock n' Chase", while naturally not quite as arresting as the Intellivision version, is still one of the better maze-chase games playable on the Atari 2600. The player uses the joystick to move the on-screen character, a thief, through a vault lined with valuable gold bars. The felon attempts to collect the loot while four computer-controlled police officers try to stop the crime in progress. If the thief is touched by any patrolman, a life is lost and the second thief in the three-man gang takes up the assignment. If a thief scoops up all the bars, he can leave the playfield through a previously locked door located in the center of the top boundary and start again in a new, completely stocked vault. The robber can use special doors to scroll off either side edge of the playfield to elude pursuers and, at a touch of the action button, can cause horizontal doors within the maze to slam shut temporarily. Used at the right moment, this can be a barrier between the thief and any posse, though over use may land the player in a dead-end trap. The M-Network edition is attractive and clean, with simple graphics that get the job done. A potential winner. Rating: 8

IN THE NEXT ISSUE OF ARCADE EXPRESS, we will have coverage of the Winter Consumer Electronics Show. CES, scheduled for the first week of January in Las Vegas, Nevada, will introduce the 1983 videogaming line of most manufacturers, and we'll tell you all about it in Arcade Express, in the coming issue. Don't miss it! -- Joyce Worley, Editor

DONKEY KONG MOVING UP
ON READER POLL RANKING

is continuing to rise in the ranks, pushing hard to win the top position.

POSITION

THIS LAST

MONTH MONTH

| | | GAME |
|-----|-----|-----------------------------|
| # 1 | # 1 | Pitfall |
| 2 | 4 | Donkey Kong |
| 3 | 10 | Donkey Kong |
| 4 | - | Advanced Dungeons & Dragons |
| 5 | 11 | Demon Attack |
| 6 | 7 | Frogger |
| 7 | 8 | Major League Baseball |
| 8 | 12 | Zaxxon |
| 9 | - | Earthworld |
| 10 | 5 | Berzerk |
| 11 | 6 | Adventure |
| 12 | - | Venture |
| 13 | - | K.C.'s Krazy Chase |
| 14 | 9 | Star Master |
| 15 | 3 | Night Stalker |

| | | SYSTEM |
|-----|-----|----------------------|
| # 1 | # 1 | Atari VCS |
| 2 | 4 | Colecovision |
| 3 | 10 | Atari VCS |
| 4 | - | Intellivision |
| 5 | 11 | Atari YCS |
| 6 | 7 | Atari VCS |
| 7 | 8 | Intellivision |
| 8 | 12 | Colecovision |
| 9 | - | Atari VCS |
| 10 | 5 | Atari VCS |
| 11 | 6 | Atari VCS |
| 12 | - | Colecovision |
| 13 | - | Odyssey ² |
| 14 | 9 | Atari VCS |
| 15 | 3 | Intellivision |

| | | MANUFACTURER |
|-----|-----|-----------------|
| # 1 | # 1 | Activision |
| 2 | 4 | Colecovision |
| 3 | 10 | Colecovision |
| 4 | - | Mattel |
| 5 | 11 | Imagic |
| 6 | 7 | Parker Brothers |
| 7 | 8 | Mattel |
| 8 | 12 | Colecovision |
| 9 | - | Atari |
| 10 | 5 | Atari |
| 11 | 6 | Atari |
| 12 | - | Colecovision |
| 13 | - | Odyssey |
| 14 | 9 | Activision |
| 15 | 3 | Mattel |

MOST POPULAR COMPUTER GAMES:

| # 1 | # 1 | GAME | SYSTEM | MANUFACTURER |
|-----|-----|------------------------|---------------|----------------|
| # 1 | # 1 | Star Raiders | Atari 400/800 | Atari |
| 2 | 3 | Pac-Man | Atari 400/800 | Atari |
| 3 | 2 | Castle Wolfenstein | Apple II | Muse |
| 4 | 4 | Jawbreaker | Atari 400/800 | Sierra On-Line |
| 5 | - | Choplifter | Apple II | Broderbund |
| 6 | - | David's Midnight Magic | Apple II | Broderbund |
| 7 | 5 | Missile Command | Atari 400/800 | Atari |
| 8 | 6 | Centipede | Atari 400/800 | Atari |
| 9 | 8 | Wizardry | Apple II | Sir-Tech |
| 10 | - | Bandits | Apple II | Sirius |

Find out exactly what's happening in the electronic gaming industry as it happens! Every two weeks, ARCADE EXPRESS brings you the latest corporate developments and decisions, the most important news and trends in the field, the newest hardware and software. First, fast, and factual, ARCADE EXPRESS keeps you where you need to be—ahead of the game!

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